

FIG.1

0	1	5	6	14	15	27	28
2	4	7	13	16	26	29	42
3	8	12	17	25	30	41	43
9	11	18	24	31	40	44	53
10	19	23	32	39	45	52	54
20	22	33	38	46	51	55	60
21	34	37	47	50	56	59	61
35	36	48	49	57	58	62	63

**FIG.2A**

0	1	5	6	14	15	27	28
2	4	7	13	16	26	29	42
3	8	12	17	25	30	41	43
9	11	18	24	31	40	44	53
10	19	23	32	39	45	52	54
20	22	33	38	46	51	55	60
21	34	37	47	50	56	59	61
35	36	48	49	57	58	62	63

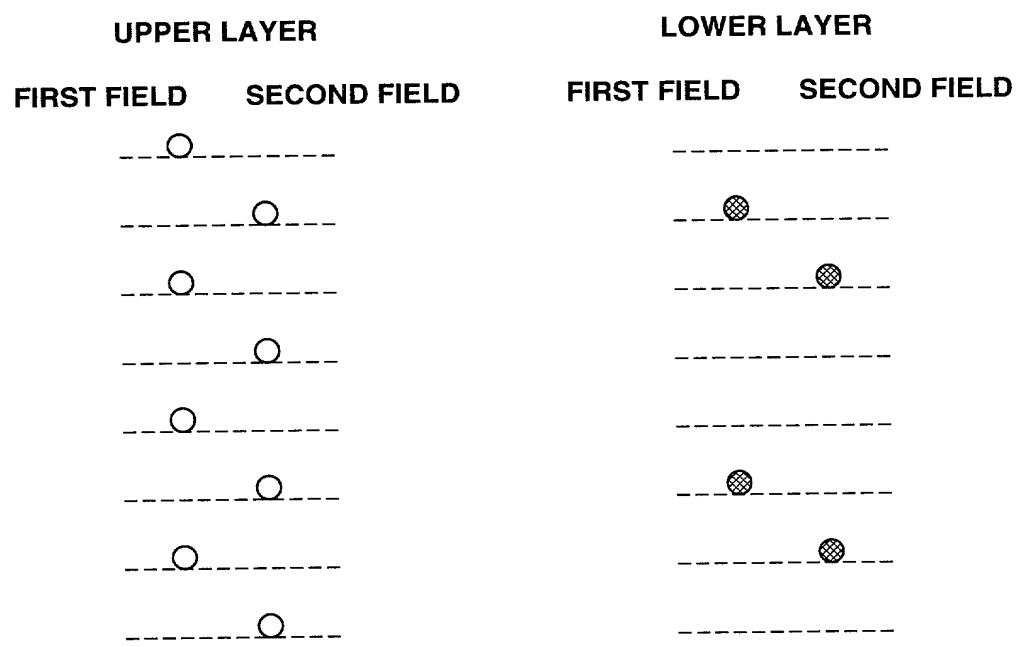
**FIG.2B**

0	4	6	20	22	36	38	52
1	5	7	21	23	37	39	53
2	8	19	24	34	40	50	54
3	9	18	25	35	41	51	55
10	17	26	30	42	46	56	60
11	16	27	31	43	47	57	61
12	15	28	32	44	48	58	62
13	14	29	33	45	49	59	63

**FIG.3A**

0	4	6	20	22	36	38	52
1	5	7	21	23	37	39	53
2	8	19	24	34	40	50	54
3	9	18	25	35	41	51	55
10	17	26	30	42	46	56	60
11	16	27	31	43	47	57	61
12	15	28	32	44	48	58	62
13	14	29	33	45	49	59	63

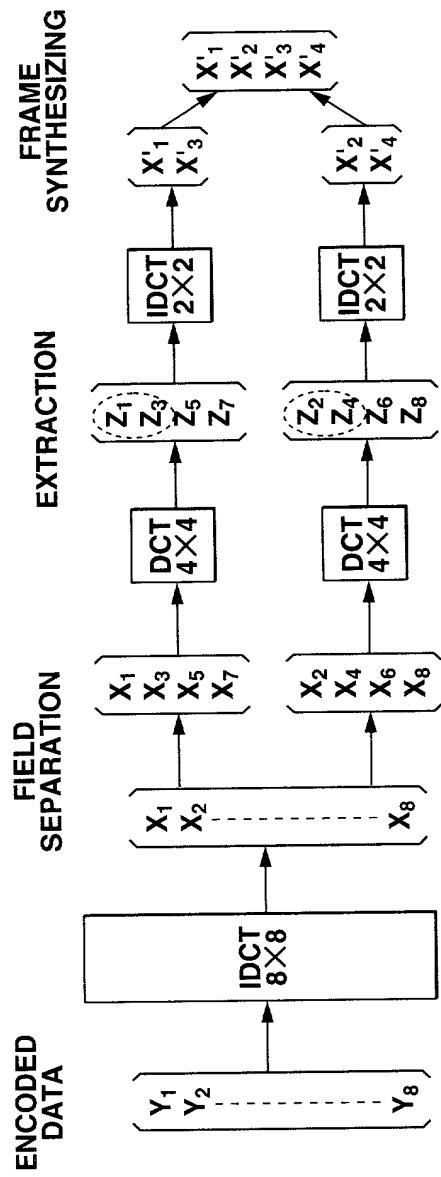
**FIG.3B**

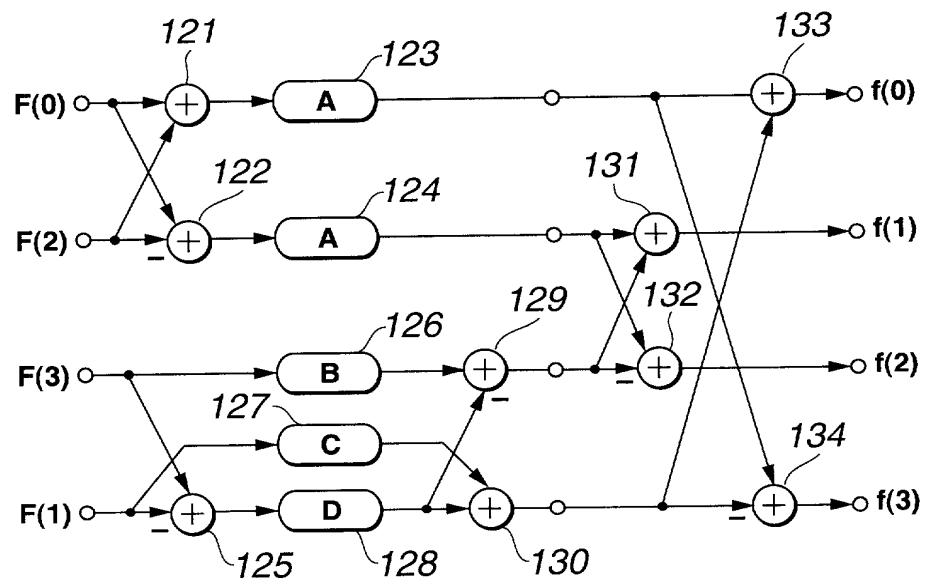


**FIG.4A**

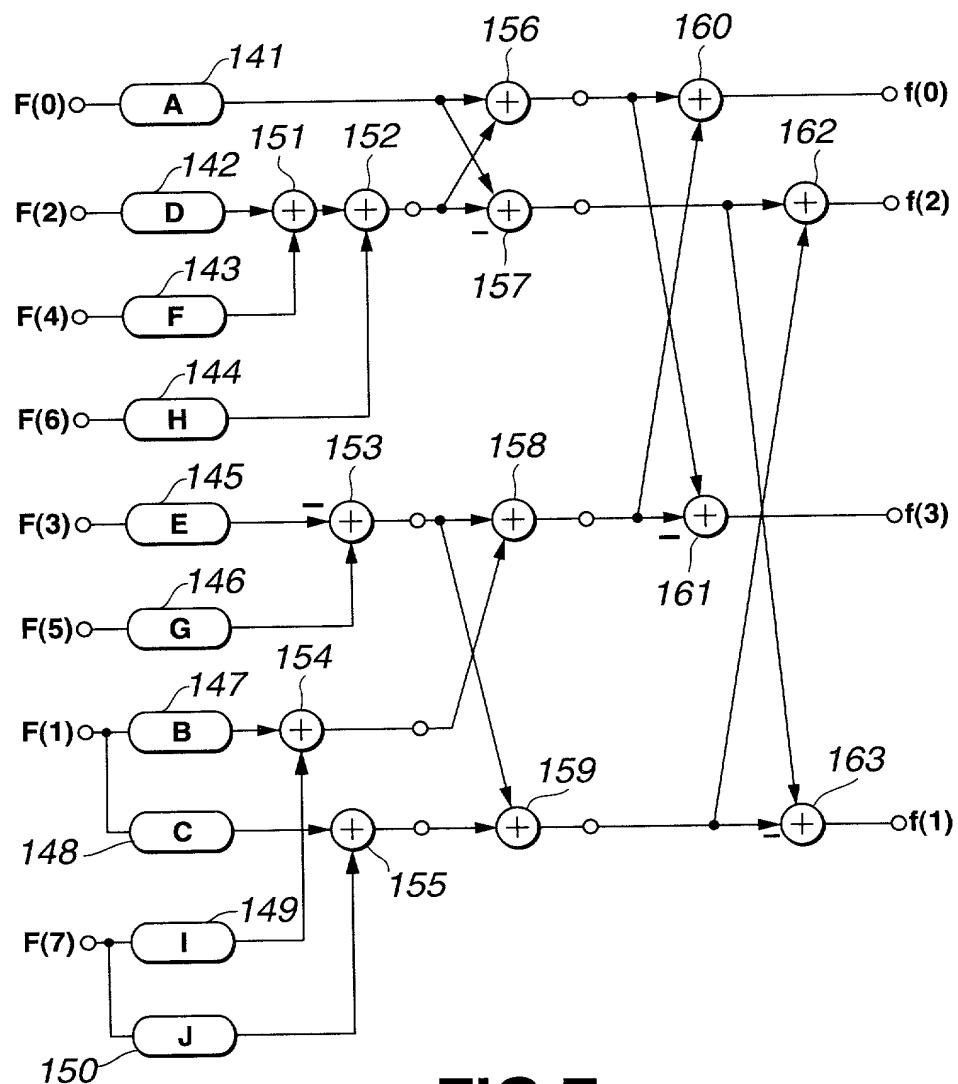
**FIG.4B**

**FIG.5**

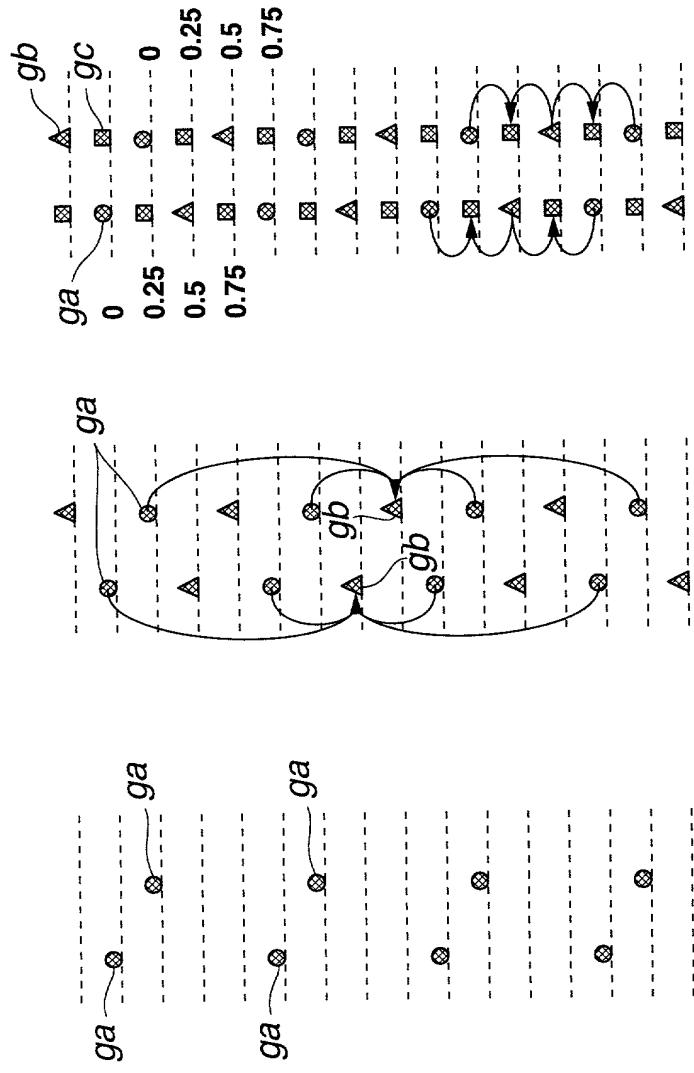




**FIG.6**



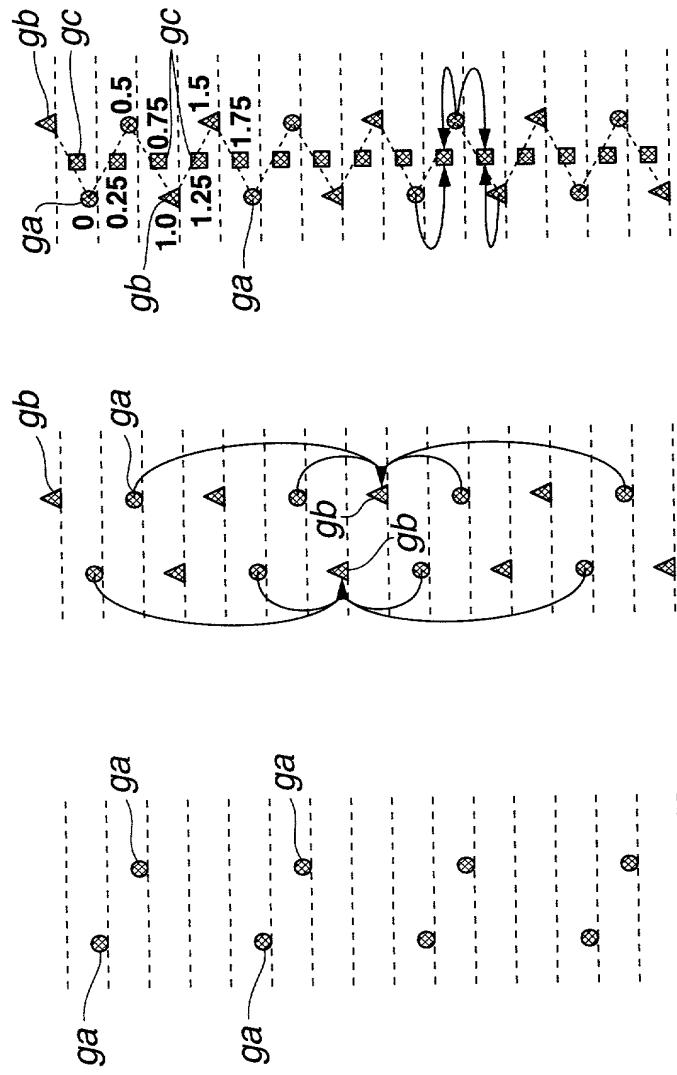
**FIG.7**



**FIG.8A**

**FIG.8B**

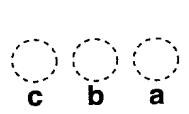
**FIG.8C**



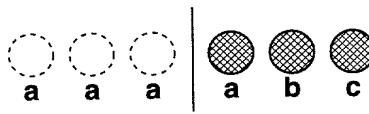
**FIG.9A**

**FIG.9B**

**FIG.9C**



**FIG.10A**

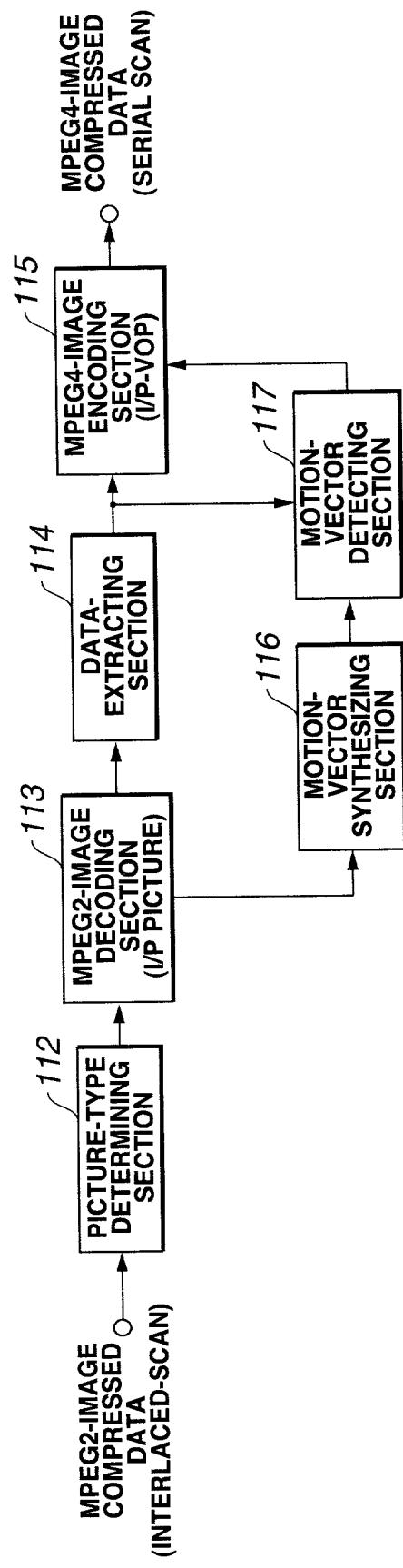


**FIG.10B**

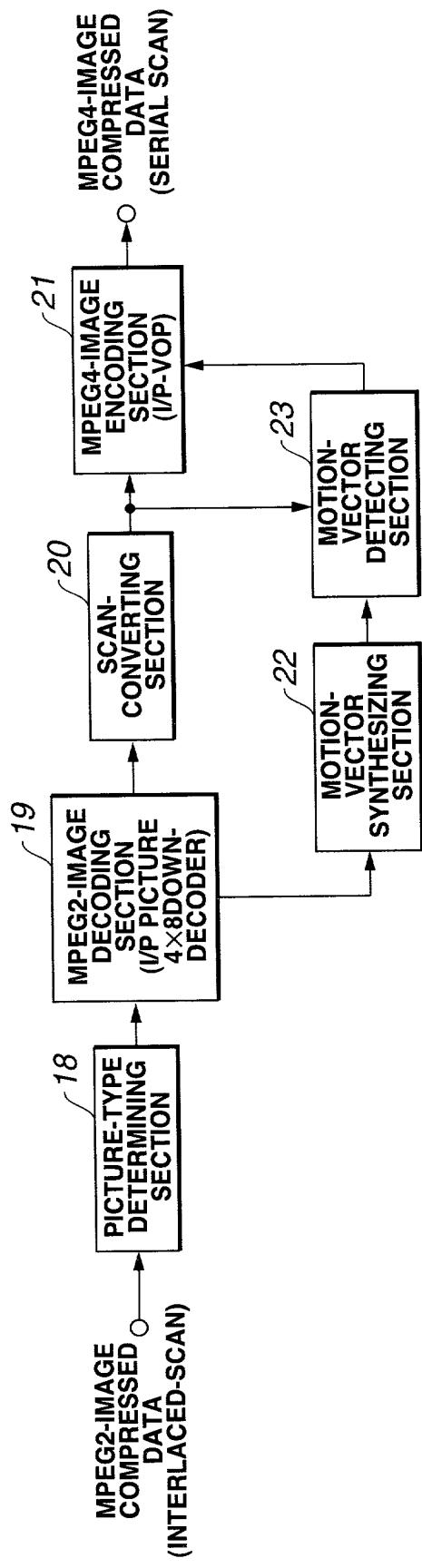
a PIXEL DATA ITEMS STORED IN VIDEO MEMORY

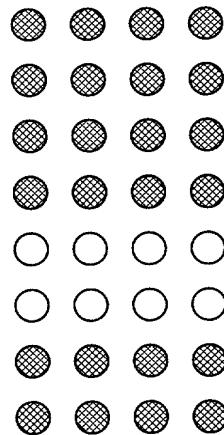
b VIRTUAL PIXELS OUTSIDE FRAME, WHICH  
ARE REQUIRED FOR INTERPOLATION

**FIG.11**



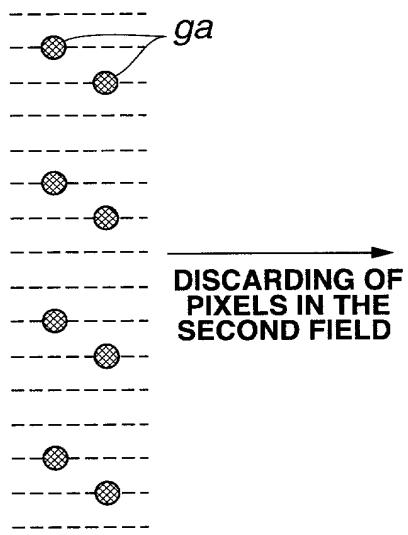
**FIG.12**



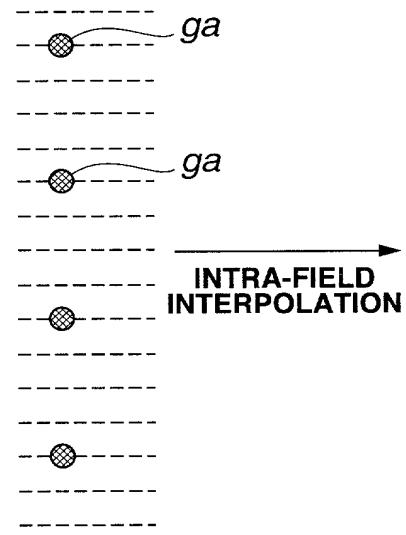


- PIXEL VALUES STORED IN VIDEO MEMORY
- PIXEL VALUES TO BE REPLACED BY 0s

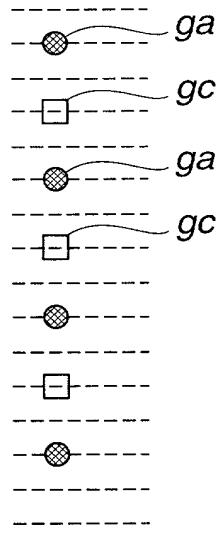
**FIG.13**



**FIG.14A**



**FIG.14B**



**FIG.14C**